

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for providing a game update service in a gaming network, the method comprising:

using a processor to send ~~sending~~ service information for the game update service from the game update service to a discovery agent on the gaming network, wherein the game update service provides game content for a plurality of gaming machines on the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

determining by the discovery agent if the game update service is authentic and authorized;

in response to determining that the game update service is authentic and authorized, publishing the service information to a service repository to make the game update service available on the gaming network;

receiving by the discovery agent a request for the location of the game update service from the gaming machine;

returning the service information for the game update service to the gaming machine;

using the service information for the game update service to register the gaming machine with the game update service;

verifying that the gaming machine is authorized to utilize the game update service; and

processing one or more service requests between the gaming machine and the game update service to provide game content on the gaming machine.

2. (Original) The method of claim 1, wherein the game update service comprises a web service.

3. (Previously Presented) The method of claim 1, wherein the service request comprises a request by the gaming machine for notification of a game content update.
4. (Original) The method of claim 3, further comprising:
receiving a game content change; and
issuing a notification of the game content update to the gaming machine in response to the game content change.
5. (Original) The method of claim 1, wherein the service request comprises a request to download game content to the gaming machine.
6. (Original) The method of claim 5, wherein the service request is initiated by the gaming machine.
7. (Original) The method of claim 5, wherein the service request is initiated by the game update service.

8. (Currently Amended) A method for updating game content on a gaming machine via a game update service in a gaming network, the method comprising:

using a processor to issue ~~issuing~~ a request from the gaming machine to a discovery agent to discover a service description for the game update service, wherein the discovery agent receives the service description from the game update service and authenticates and authorizes the game update service, and wherein in response to a wager the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

receiving the service description from the discovery agent;

using the service description to register the gaming machine with the game update service, wherein the game update service verifies that the gaming machine is authorized to utilize the game update service; and

processing one or more service requests between the gaming machine and the game update service.

9. (Original) The method of claim 8, wherein the game update service comprises a web service.

10. (Original) The method of claim 9, wherein the service description comprises a web services description language.

11. (Original) The method of claim 8, wherein the service request comprises a request for notification of a game content update.

12. (Previously Presented) The method of claim 11, further comprising:
receiving a notification that game content has been updated; and
issuing a request to download the game content.

13. (Currently Amended) A gaming network system providing a game update service, the gaming network system comprising:

a game update service communicably coupled to a gaming network, wherein the game update service uses a processor to provide ~~provides~~ game content to a plurality of gaming machines on the a gaming network; and

a discovery agent communicably coupled to the gaming network, wherein the discover agent is operable to:

receive service information from the game update service,

determine if the game update service is authentic and authorized for the gaming network, and

publish the service information to a service repository to make the game update service available on the gaming network;

wherein at least one gaming machine of the plurality of gaming machines communicably coupled to the gaming network is operable to issue a request for the location of the progressive service to the discovery agent and user the service information received from the discovery agent to issue a registration request to the game update service; and

wherein the game update service is operable to:

receive registration requests from the at least one gaming machine,

verify that the at least one gaming machine is authorized to utilize the game update service, and

process service requests between the gaming machine and the game update service.

14. (Original) The gaming network system of claim 13, wherein the game update service comprises a web service.

15. (Previously Presented) The gaming network system of claim 13, wherein the service request comprises a request by the gaming machine for notification of a game content update.

16. (Original) The gaming network system of claim 13, wherein the game update service is further operable to:

receive a game content change; and

issue a notification of the game content update to the gaming machine in response to the game content change.

17. (Original) The gaming network system of claim 13, wherein the service request comprises a request to download game content to the gaming machine.

18. (Original) The gaming network system of claim 17, wherein the service request is initiated by the gaming machine.

19. (Original) The gaming network system of claim 17, wherein the service request is initiated by the game update service.

20. (Currently Amended) A non-transitory computer-readable medium having computer executable instructions for performing a method for providing a game update service in a gaming network, the method comprising:

sending service information for the game update service from the game update service to a discovery agent on the gaming network, wherein the game update service provides game content for a plurality of gaming machines on the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

determining by the discovery agent if the game update service is authentic and authorized;

in response to determining that the game update service is authentic and authorized, publishing the service information to a service repository to make the game update service available on the gaming network;

receiving by the discovery agent a request for the location of the game update service from the gaming machine;

returning the service information for the game update service to the gaming machine;

using the service information for the game update service to register the gaming machine with the game update service;

verifying that the gaming machine is authorized to utilize the game update service; and

processing one or more service requests between the gaming machine and the game update service.

21. (Original) The computer-readable medium of claim 20, wherein the game update service comprises a web service.

22. (Previously Presented) The computer-readable medium of claim 20, wherein the service request comprises a request by the gaming machine for notification of a game content update.

23. (Original) The computer-readable medium of claim 22, wherein the method further comprises:

receiving a game content change; and

issuing a notification of the game content update to the gaming machine in response to the game content change.

24. (Original) The computer-readable medium of claim 20, wherein the service request comprises a request to download game content to the gaming machine.

25. (Original) The computer-readable medium of claim 24, wherein the service request is initiated by the gaming machine.

26. (Original) The computer-readable medium of claim 24, wherein the service request is initiated by the game update service.

27. (Currently Amended) A non-transitory computer-readable medium having computer executable instructions for performing a method for updating game content on a gaming machine via a game update service in a gaming network, the method comprising:

issuing a request from the gaming machine to a discovery service to discover a service description for the game update service, wherein the discovery service receives the service description from the game update service and authenticates and authorizes the game update service, and wherein in response to a wager the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

receiving the service description from the discover agent;

using the service description to register the gaming machine with the game update service, wherein the game update service verifies that the gaming machine is authorize to utilize the game update service; and

processing one or more service requests between the gaming machine and the game update service.

28. (Original) The computer-readable medium of claim 27, wherein the game update service comprises a web service.

29. (Original) The computer-readable medium of claim 27, wherein the service description comprises a web services description language.

30. (Original) The computer-readable medium of claim 27, wherein the service request comprises a request for notification of a game content update.

31. (Previously Presented) The computer-readable medium of claim 30, wherein the method further comprises:

receiving a notification that the game content has been updated; and
issuing a request to download the game content.